

MAKEST (MAKE execST) Version 2.0
For Osborne EXECUTIVE only.

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MAKEST can create or edit an EXECST file on the disk drive of your choice. EXECST is the first program CP/M Plus looks for when it first boots up (cold boot). If CP/M finds EXECST then CP/M will run it. MAKEST takes advantage of this feature so that the EXECST program that it creates, will send your preloaded command line to CP/M and then tells CP/M to execute that command line. As a further illustration of how EXECST works consider how your WordStar disk autoloading WordStar. It is Osborne's EXECST that autoloading WordStar. All it does is sends the simple command of "WS" (unfortunately it also wastes time forcing you to look at the Osborne Logo).

Please do not limit your use of MAKEST to creating EXECST files just for booting. As with any other program EXECST can be run at any time and can be run on any disk drive. MAKEST will even let you use another file name beside EXECST, if you wish. Think of MAKEST as creating a "Command File" and this "Command File" when run, will send a preloaded command line to CP/M as if you had typed it in after the system prompt. This command line can be as simple or as complicated as you want (126 characters max.). You can even have one "Command File" run another "Command File". Just remember that when you run the second "Command File" that all remaining commands in the first "Command File" will be lost.

1. HOW TO RUN "MAKEST"

- 1.1 MAKEST is run by typing in its name using normal CP/M format.
- 1.2 MAKEST does not use command tails. Command lines can only be entered from within MAKEST.
- 1.3 To exit from MAKEST push ^C or X from the Main Menu only.

2. THE MAIN MENU OF "MAKEST"

- 2.1 When MAKEST is first started, a few words describing MAKEST are displayed on the screen. These words are removed and will not reappear after the first user action selection is made.
- 2.2 User action selections are:
 - 1. Read a disk drive for an existing "Command File".
 - 2. Create a new command line.
 - 3. Change to a different file name.
 - 4. Edit the "active command line".
 - 5. Write the "active command line" to a disk drive.
 - 6. Exit MAKEST.
- 2.3 The "active command line" is displayed at the bottom of the Main Menu. There is no "active command line" when MAKEST is first started.

3. READING A DISK DRIVE FOR AN EXISTING "COMMAND FILE"

- 3.1 Push A, B, etc. from the Main Menu to read the selected disk drive for an existing "Command File".
- 3.2 If a "Command File" exists on the disk and it was created by MAKEST then its command line will be displayed for reference.
- 3.3 The command line can be edited if desired. Or, the command line can be ignored and the user can return to the Main Menu.

4. HOW TO CREATE A COMMAND LINE

- 4.1 Pushing "1" from the Main Menu will allow you to create a new command line.
- 4.2 Pushing A, B, etc. from the Main Menu will read in a command line from an existing "Command File".
- 4.3 Pushing <RETURN> will allow you to edit the "active command line".

5. ON BOARD LINE EDITOR

- 5.1 The on board line editor is used to edit the "active command line".
- 5.2 The on board line editor will allow most CP/M and WordStar editing commands. A menu of editing commands is provided on the screen.
- 5.3 When entering a command line then a maximum of 126 characters is allowed.
- 5.4 CP/M Plus will allow multiple commands. Use "!" to separate each command. For example:

A>DIR A:!DIR B: (Command tails can be used if desired)

Please note: If a file name of a multiple command is not found by CP/M then CP/M will continue on with the rest of the commands and forget about the missing file name. This could be a plus or a pain so be careful.

- 5.5 MAKEST now uses Oh instead of "\$" for the "output delimiter" (end flag of screen messages). This means that "\$" can be entered into the command line.
- 5.6 The edited command line can be saved to become the "active command line" by pushing <RETURN>. The previous "active command line" is replaced.
- 5.7 The edited command line can be discarded, if desired, by pushing <ESC>.

6. CHANGE TO A DIFFERENT FILE NAME

- 6.1 The default file name that MAKEST can create is EXECST.
- 6.2 To change to a different file name push "2" from the Main Menu.
- 6.3 The file type of .COM is assumed for all file names selected.

7. WRITE THE ACTIVE COMMAND LINE TO DISK

- 7.1 Push "W" to write the "active command line" to a disk drive to be selected.
- 7.2 If the command line has no characters then the "W" option cannot be used. Caution: If the "active command line" has only blanks then it will be written to disk.
- 7.3 If the "Command File" already exists on the disk then MAKEST will question if it is to be overwritten. MAKEST can overwrite a read/only "Command File" if needed.

8. SOME PROBLEMS

- 8.1 A cosmetic nuisance running a "Command File" program created by MAKEST is that if the last command executed is a file name that CP/M cannot find, then pushing ^C (warm boot) will cause CP/M to try to find the file name again by trying to reload the directory from the disk even if the disk has not been changed. Normally CP/M knows if the disk has been changed or not. This problem will also occur if your last command is to change the default disk drive. This problem is not a shortcoming of MAKEST but seems to be a flaw of CP/M Plus BDOS function 47 (Chain to Program). Don't let it stop you from using MAKEST as it's not that serious of a problem. Also the problem disappears after running any program.
- 8.2 "Command Files" created by MAKEST Version 1.4 or earlier have a flaw in the "Command File" program that can causes some strange happenings to occur when these "Command Files" are run on a disk other than the boot disk. MAKEST Versions 1.5 and above will recognize these "Command Files" and tell you to replace them. For your convenience the command string of these "Command Files" can be edited.
- 8.3 When the on board line editor becomes full with 126 characters then the "bell" will sound. You may notice that when the "bell" sounds, that the far left character on the screen will flash. This is because the BIOS activates the CP/M cursor while the bell is going off even though the on board editor turned it off so it could use its own cursor.

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